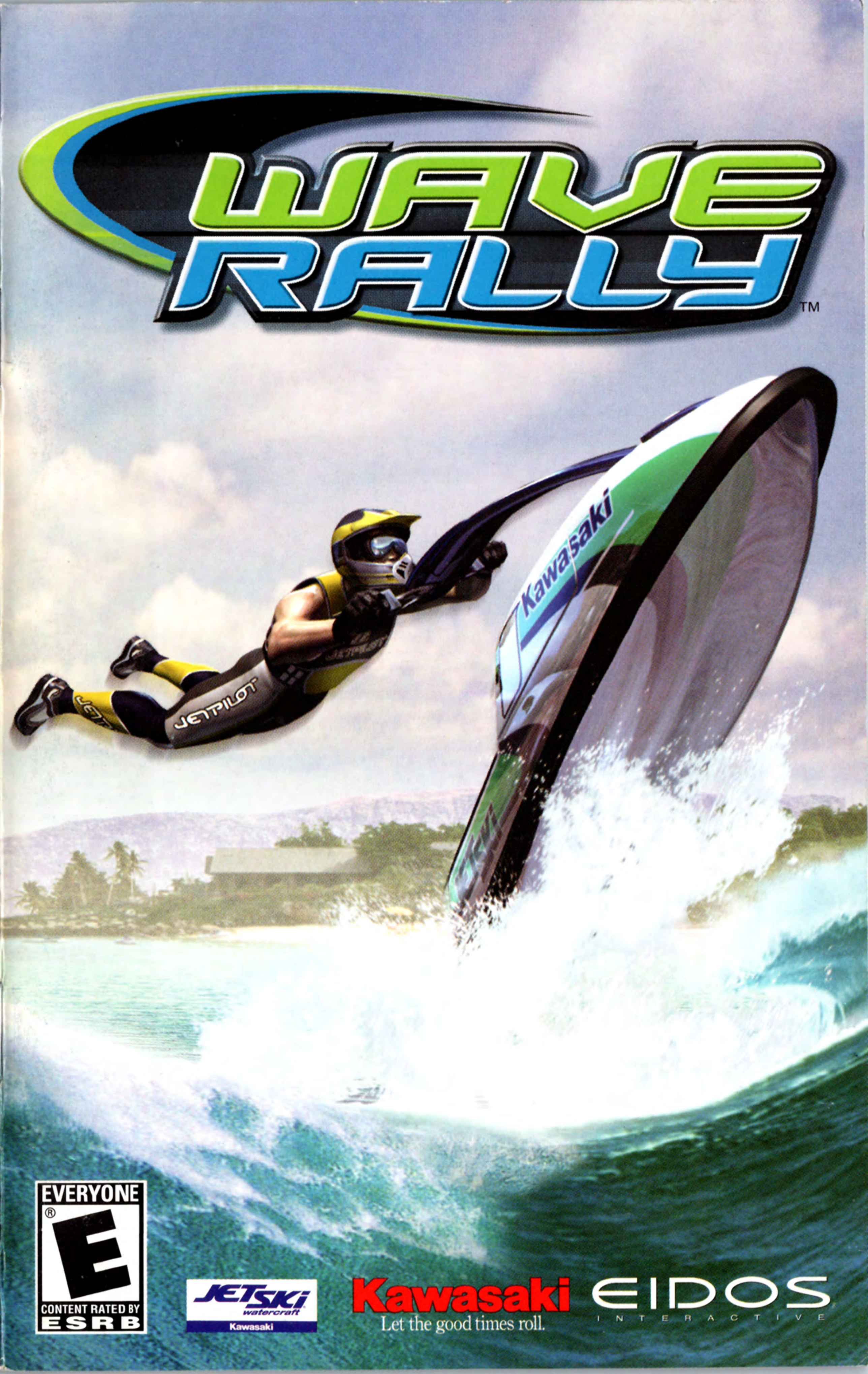
WAVE RALLY™



EVERYONE

CONTENT RATED BY ESRB

JETSKI watercraft Kawasaki

Kawasaki Let the good times roll.

EIDOS INTERACTIVE

WARNING:
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM:
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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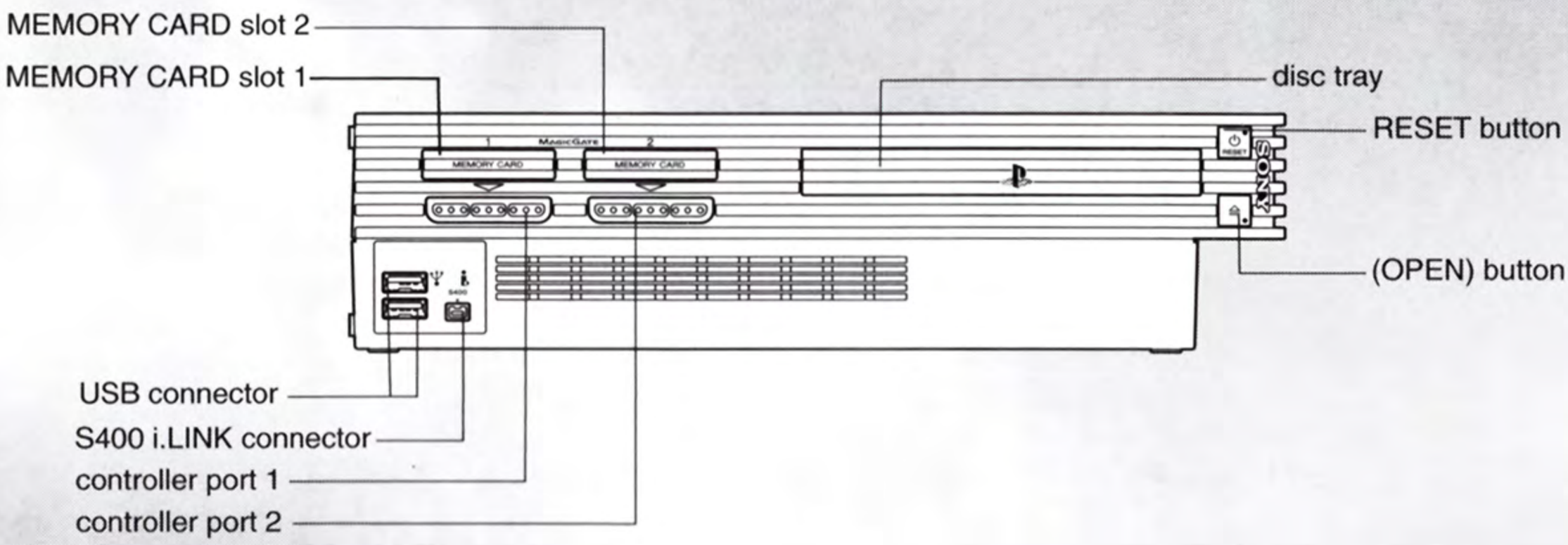
SETTING UP



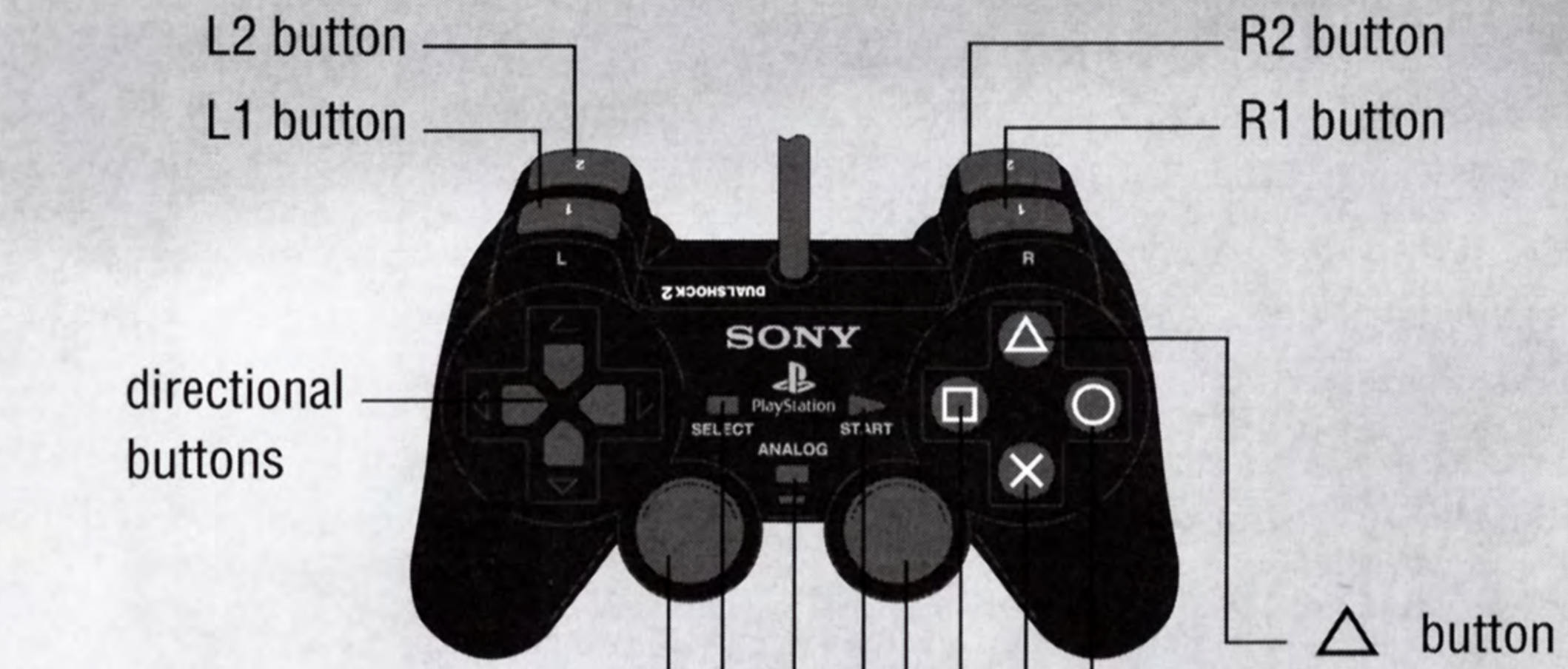
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the **WAVE RALLY**™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach one or two game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER



- **WAVE RALLY** is best played with the DUALSHOCK®2 analog controller. The controller should be connected to controller port 1. With this controller, the ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in analog mode.
- The controls shown on page 5 are the default configurations. You can change the configurations in the Options menu/Configuration option. (See page 22.)
- When VIBRATION is ON, the controller will vibrate in response to game events. You can adjust VIBRATION ON/OFF from the Options menu.
- To reset the game and return to the Main Menu during a race, press the START button to display the Pause menu and then select MAIN MENU.

MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same card, or from any memory card containing previously saved **WAVE RALLY** games.

At least 114KB of free space must be available on the memory card in order to save game data. If less than 114KB of free space exists, erase some older data before saving.

Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

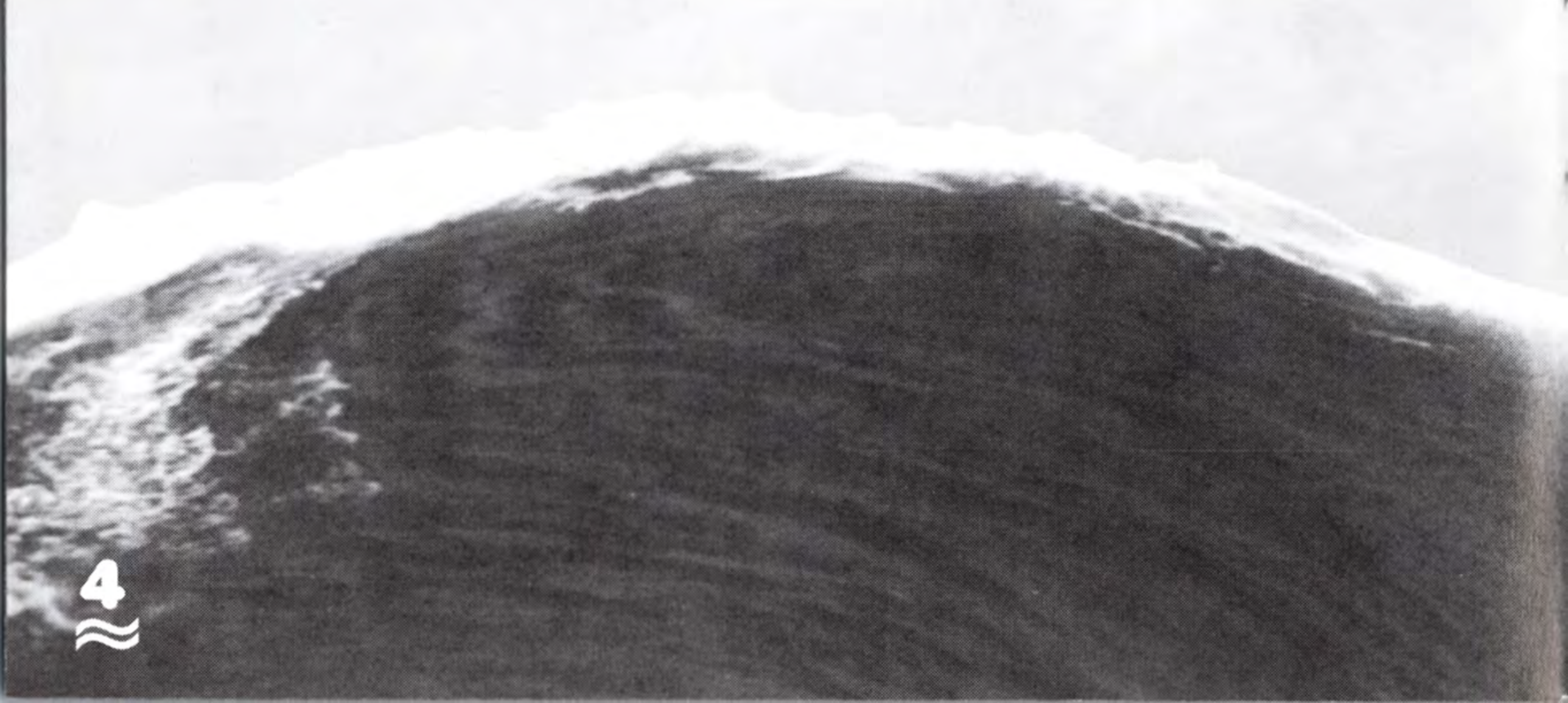
WAVE RALLY only supports MEMORY CARD slot 1.

CONTROLLERS/ACCESSORIES

Do not insert or remove controllers or accessories once the power is turned on. Finally, make sure you have at least one DUALSHOCK®2 analog controller connected. For two players, make sure that DUALSHOCK®2 analog controllers are inserted in controller ports 1 and 2.

MENU CONTROLS

left analog stick	Select menu item.
directional buttons	Select menu item.
X button	Confirm menu selection.
▲ button	Cancel menu selection/Return to previous screen.



GAMEPLAY CONTROLS

Below are the default controls used during gameplay. Some of the controls can be changed. See "Options/Configuration" on pages 22-23.

START button	Start game; Pause/Continue.
left analog stick ⬅/➡	Push in either direction to lean your rider and turn the watercraft. The harder you push, the tighter you turn.
left analog stick ⬆/⬇	Push to lean your rider forward or backward.*
X button	Throttle.
■ button	Used in some tricks (see page 28).
▲ button	Toggle camera between 3rd person (default) and 1st person view.
● button	Used in some tricks.
L1 button	Used in some tricks.
L2 button	Hold to check view behind rider.
R1 button	Used in some tricks.
R2 button	Hop, such as over low obstacles.

*With the rider leaning forward, the watercraft's center of gravity is shifted toward the front. Do this in the air to perform a low controlled jump. You can also use this to attempt to dive underwater, for example, lean your rider forward to smash through waves that you would otherwise have to jump. Note that diving reduces your speed. With the rider leaning backward, the center of gravity is shifted toward the rear. Do this in the air to perform a higher but less controlled jump.

SEE PAGE 28 FOR TRICK CONTROLS.

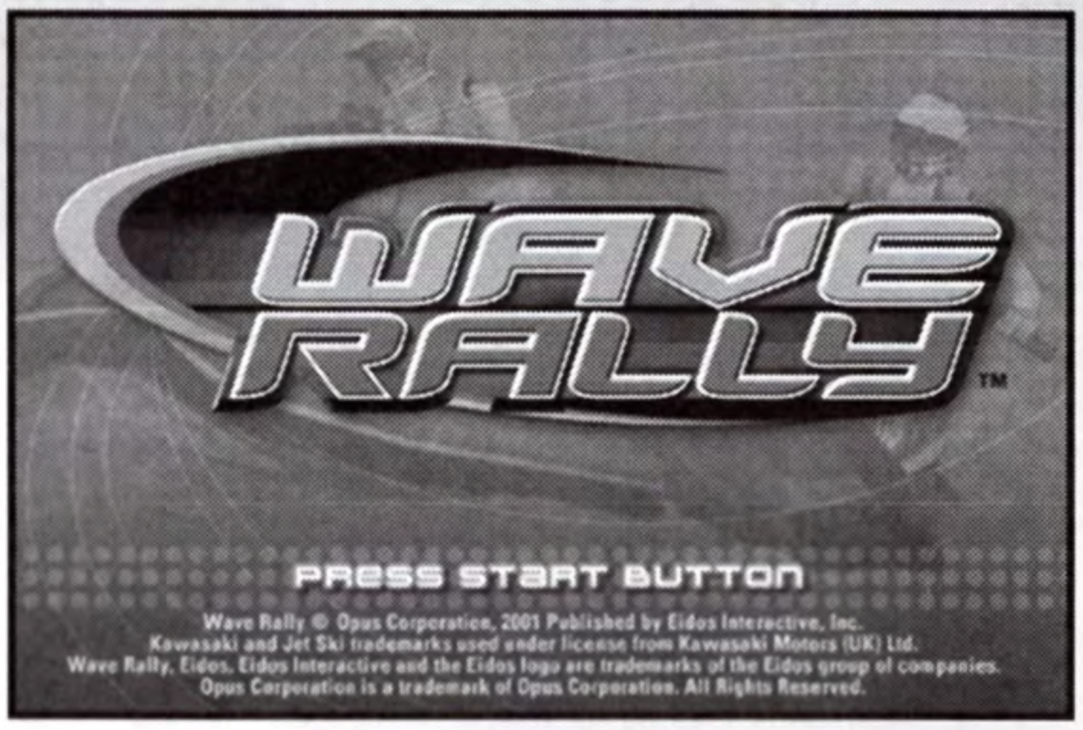
GETTING STARTED

REGISTER NEW PLAYER / LOAD EXISTING PLAYER

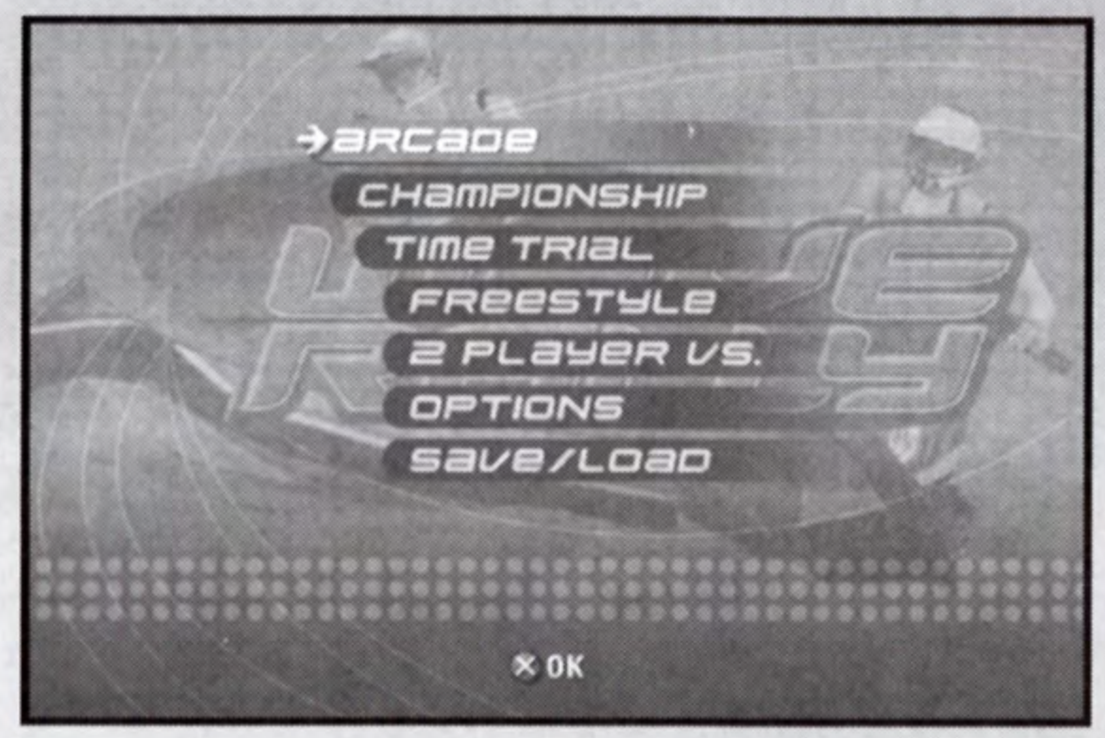
Following the intro sequence and the Title screen, the first menu that appears provides you with the option to either load a previous game from the memory card or register a new player name.

Move the left analog stick or directional buttons ⬆/⬇ to select a data slot to load from, and then choose YES to confirm.

Otherwise, if you want to start a new game, select NEW ENTRY to view the Registration screen and enter a new player name. In the Registration screen, use the left analog stick or directional buttons to highlight a letter or symbol and press the **X** button to confirm its selection. Select BACKSPACE to delete a character. Select the arrows at bottom right to change the position of the cursor. When you're finished, select END to proceed to the Main Menu.



MAIN MENU



Move the left analog stick or directional buttons ⬆/⬇ to highlight one of the option choices and then press the **X** button to confirm.

~ **ARCADE** – One-player race mode comprising a competition against computer controlled opponents over a number of courses.

~ **CHAMPIONSHIP** – Same as Arcade mode but raced over a larger number of courses.

~ **TIME TRIAL** – One player race mode against the clock without any opponents.

~ **FREESTYLE** – One player non-race mode that rates your ability at tricks and stunts.

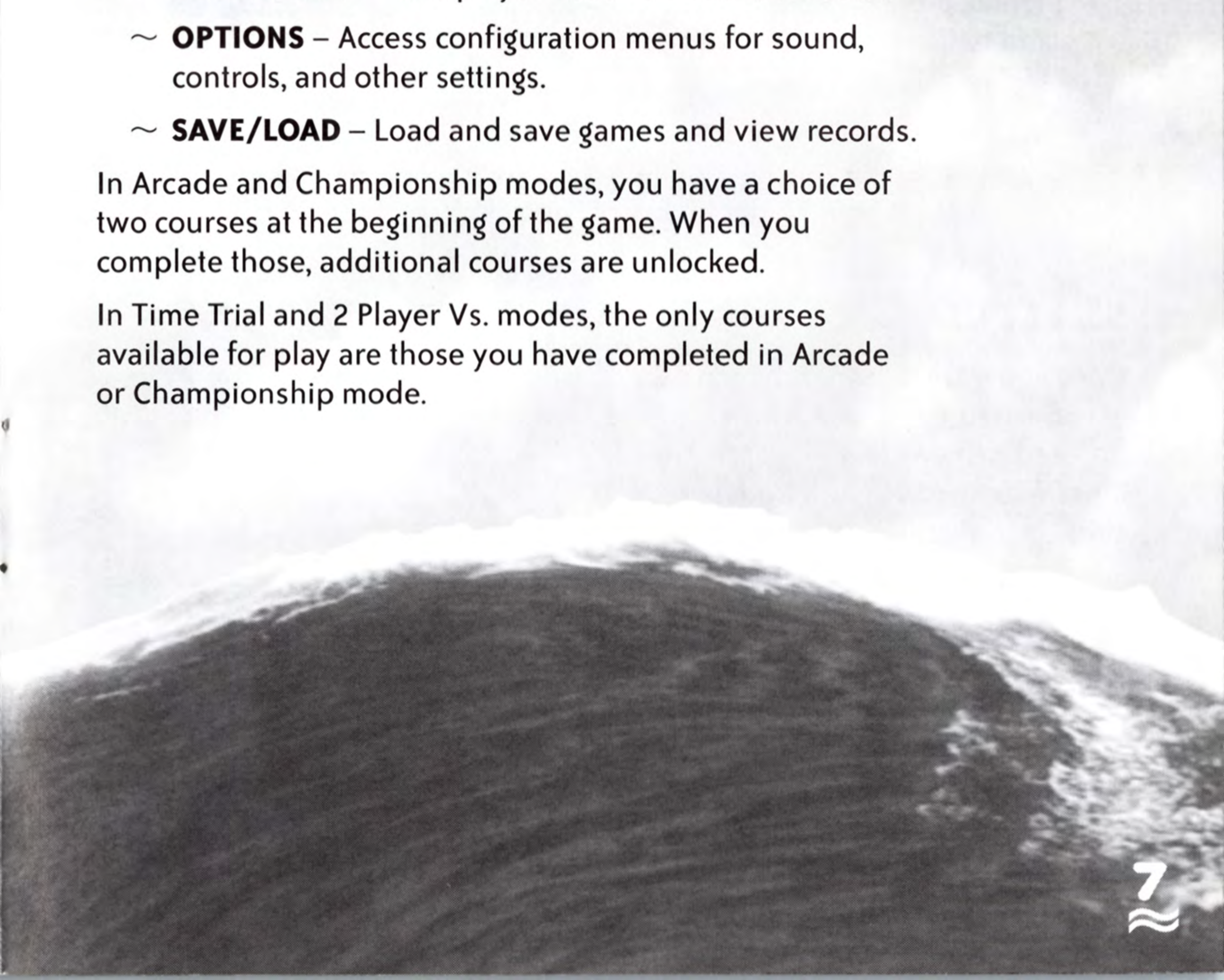
~ **2 PLAYER VS.** – Two player head-to-head race mode.

~ **OPTIONS** – Access configuration menus for sound, controls, and other settings.

~ **SAVE/LOAD** – Load and save games and view records.

In Arcade and Championship modes, you have a choice of two courses at the beginning of the game. When you complete those, additional courses are unlocked.

In Time Trial and 2 Player Vs. modes, the only courses available for play are those you have completed in Arcade or Championship mode.



ARCADE & CHAMPIONSHIP

Arcade and Championship modes function in the same manner but differ in the number of races that comprise each competition (Championship mode has more races). Also, in Arcade mode, you must cross established checkpoints within a limited time to avoid getting retired. Once you've chosen either mode you proceed to the Select Watercraft screen.

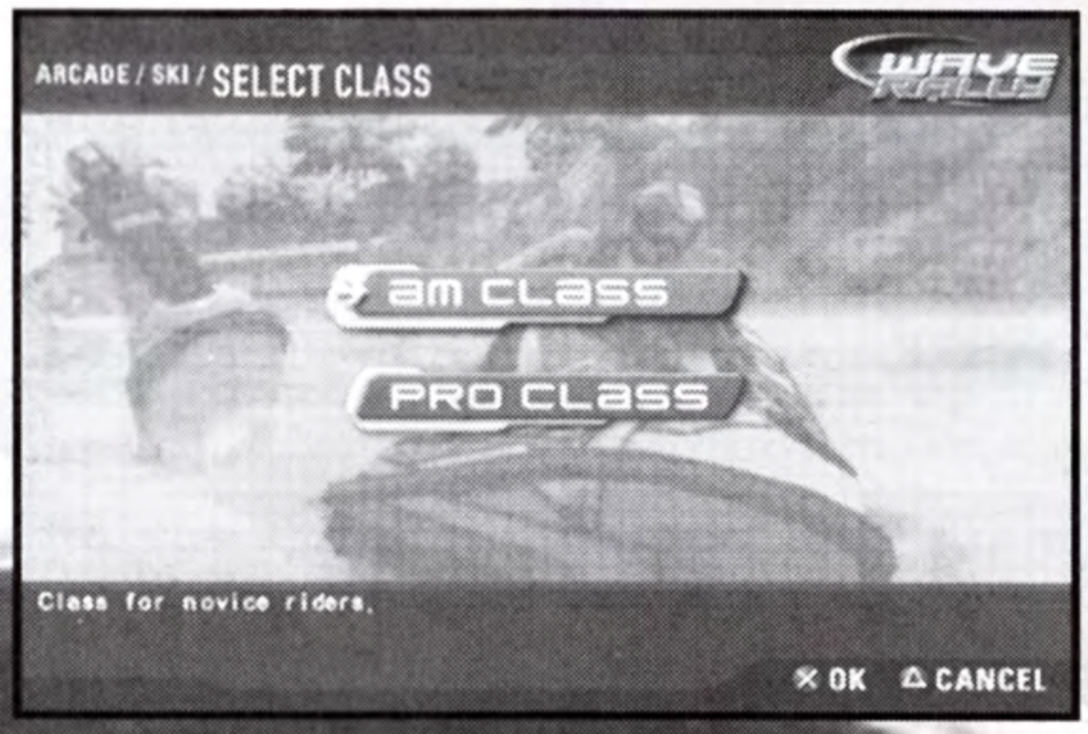
SELECT WATERCRAFT

There are two separate racing divisions, SKI and RUNABOUT, one for each class of machine.

- ~ **SKI** – Choose the stand up watercraft, the 750 SXI Pro watercraft. This machine is lighter, more maneuverable and better for slalom courses and freestyle.
- ~ **RUNABOUT** – Choose a sit down watercraft, the Ultra 150 watercraft. This machine is heavier and less maneuverable but has a greater top speed. It is better suited for faster courses.

SELECT CLASS

Once you have selected the type of watercraft you'll race, you proceed to the Select Class screen. Initially, only AM CLASS (Amateur class) is available.



This is a shorter competition that's ideal for beginners: races are held when the sea is calmer and waves are smaller; the buoy layout makes negotiating the course easier; and the other riders in the competition are slower. The Arcade competition has five races and the Championship competition has ten races.

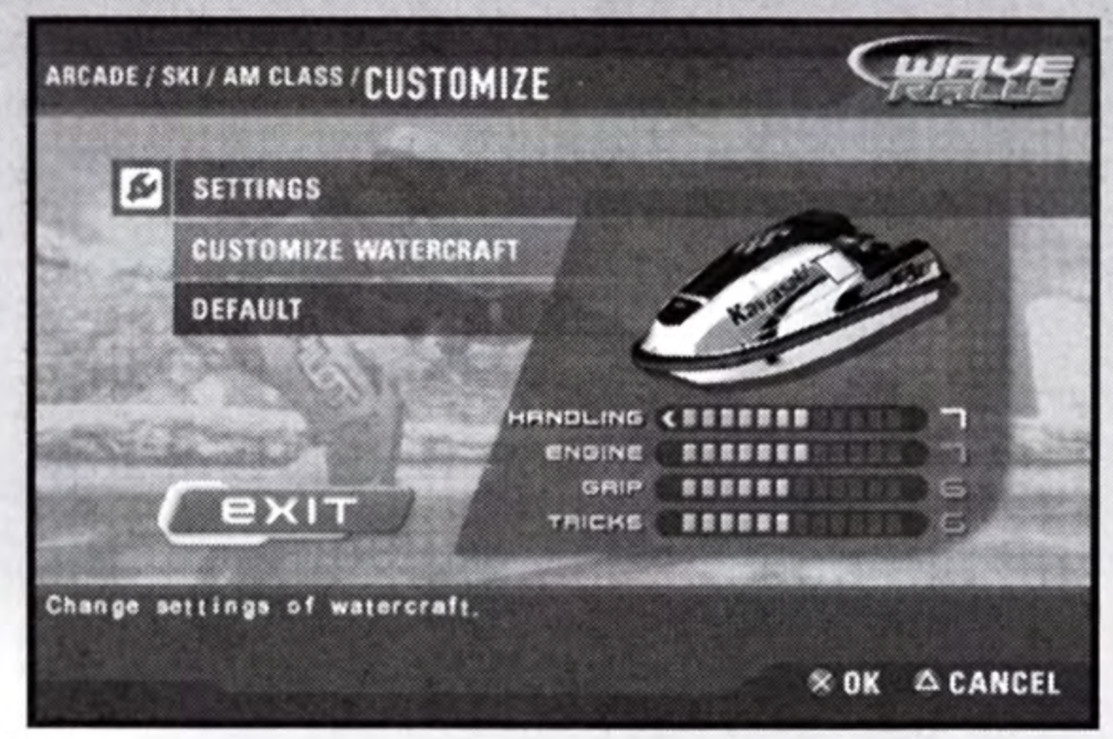
Later, when you have achieved first place overall in the Amateur level competition, PRO CLASS (Professional class) becomes available. This is a slightly longer competition, better suited for advanced players: seas are rougher and waves are higher; the buoy layout is designed to test the most experienced riders; and the other riders in the competition are generally faster. The Arcade competition has six races; the Championship competition has 11 races.

SELECT RIDER

Move the left analog stick or directional buttons ⬅/➡ to choose the rider you want to play. Nationality, height and weight are listed below the name of the rider. The four gauges below display the rider's performance profile. A rating from 0 to 12 is given for each of the following attributes:

- **HANDLING** – Indicates how well the rider controls the watercraft. A good rating indicates the rider can pull off tighter turns.
- **ENGINE** – Indicates the top speed the rider can achieve. A high rating indicates a high top speed.
- **GRIP** – Indicates how good the rider is at remaining on the ski during a collision or while landing jumps or performing tight turns.
- **TRICKS** – Indicates the rider's jumping ability and hence the ease with which the rider pulls off tricks. You can make any rider perform any of the tricks, but a good Trick rating means the controls are more forgiving and your chances of success are improved.

CUSTOMIZE



Make sure OK is highlighted, then press the **X** button to continue to the race. Otherwise the Customize menu is as follows:

~ **SETTINGS** – Choose this to bring up the Settings screen, then highlight one of the following options and press the **X** button to confirm:

- **CUSTOMIZE WATERCRAFT** – Move the left analog stick or directional buttons ⬆/⬇ to select from HANDLING, ENGINE, GRIP, and TRICKS. Move ⬅/➡ to alter the setting. Note that the maximum number of points you can allocate for each parameter depends on the rider. Press the **X** button when you're finished.
- **DEFAULT** – Return all settings to their original values.
- **EXIT** – Return to the previous screen.

~ **LAPS** – Set the number of laps that each race runs: from 2 to 15.

~ **WAVE** - Leave this on ORIGINAL to retain the default wave height (the sea conditions) for that particular course. Choose LOW or HIGH to set the sea conditions to calm or rough respectively. Choose RANDOM to leave the wave height to chance.

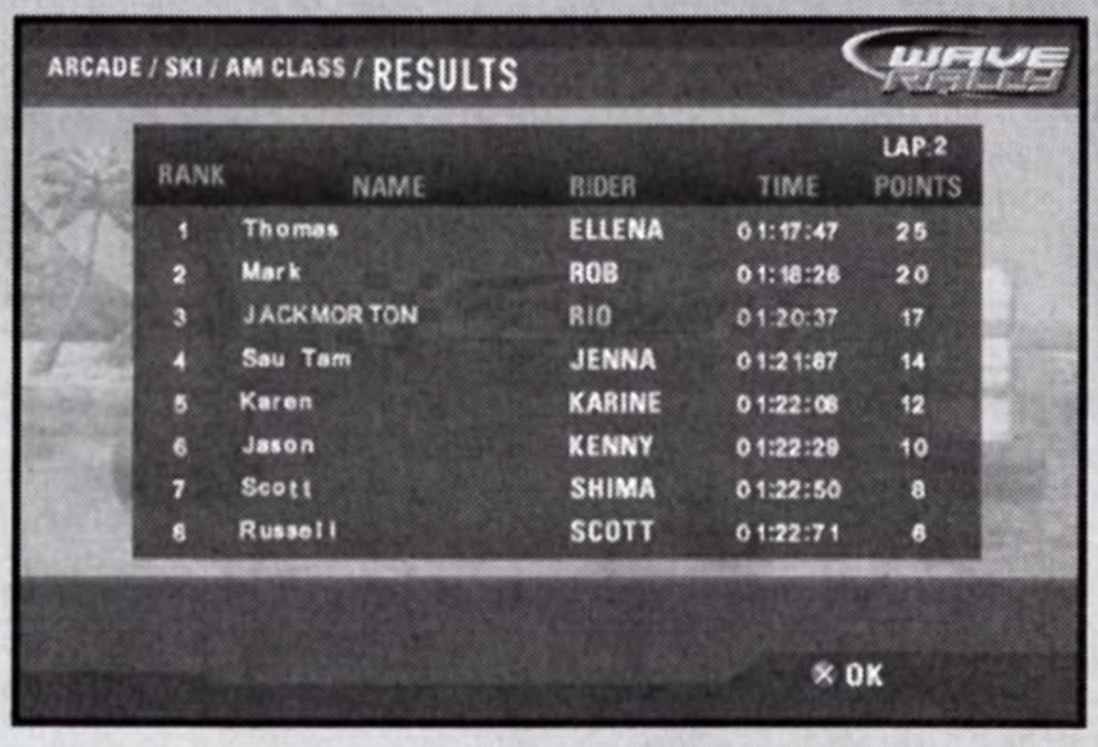
START GAME

Lastly, select WARM UP to ride around the course without time limits or opponents. You can use this mode to acquaint yourself with the layout of the course and any particular hazards or shortcuts.

Select START GAME and press the **X** button to start the race or the ▲ button to return to the previous screen.

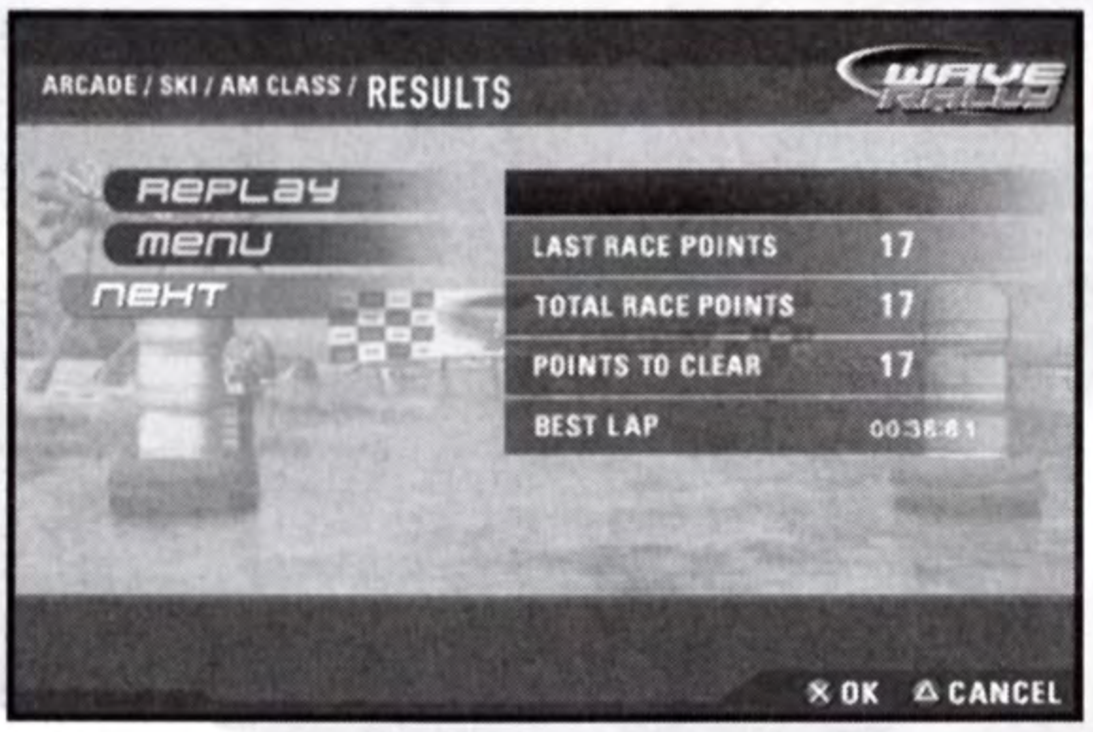
FINISHING A RACE

Once you complete a race, the word FINISH is displayed and you can watch a full replay of the action. Press the **X** button to exit the replay. The Results screen is displayed next. A table lists the riders in the order they finished. From left to right it shows: RANK, NAME (your name), RIDER (the rider's name), TIME (finish time) and POINTS (allocated according to finishing position). The position of your rider in the table is highlighted. Press the **X** button again to display the table showing the overall ranking of the riders in the competition so far.



Press the **X** button again to display the following information:

- ~ **LAST RACE POINTS** – Number of points you earned in the last race.
- ~ **TOTAL RACE POINTS** – Total number of points you have earned in the competition so far.
- ~ **POINTS TO CLEAR** – Number of points required to proceed to the next race (this figure is shown in red if your point total falls below it).
- ~ **BEST LAP** – Your best lap time for the previous race.



Select either REPLAY to view the replay of your race, MENU to return to the main menu or, if your total points earned so far matches or exceeds the POINTS TO CLEAR value, then you also have the option to select NEXT and proceed to the next round in the competition.

PLAYING THE GAME

IN-GAME DISPLAY

~ **POSITION** – Your position in the field of eight riders.

~ **BEST LAP** – This is the record lap time for the course at the current race class (Amateur or Professional).

~ **COURSE MAP** – Shows a schematic of the current course. Your location is indicated by a pink dot, while the location of the lead rider is marked by a blue dot. If you are the lead rider, the blue dot shows the location of the opponent in second place. The start/finish line appears as a small bar laying across the course.

~ **MISSED BUOY** – Every time you pass the wrong side of a buoy, one of these buoy icons is crossed out. When only one icon remains, it begins to flash as a warning: if you miss one more buoy you are disqualified.

~ **NEXT BUOY** – Indicates the side (right or left) to pass on the next buoy.

~ **TIME** – Shows the time you have left to cross the next checkpoint. (Checkpoints are only used in Arcade mode.)

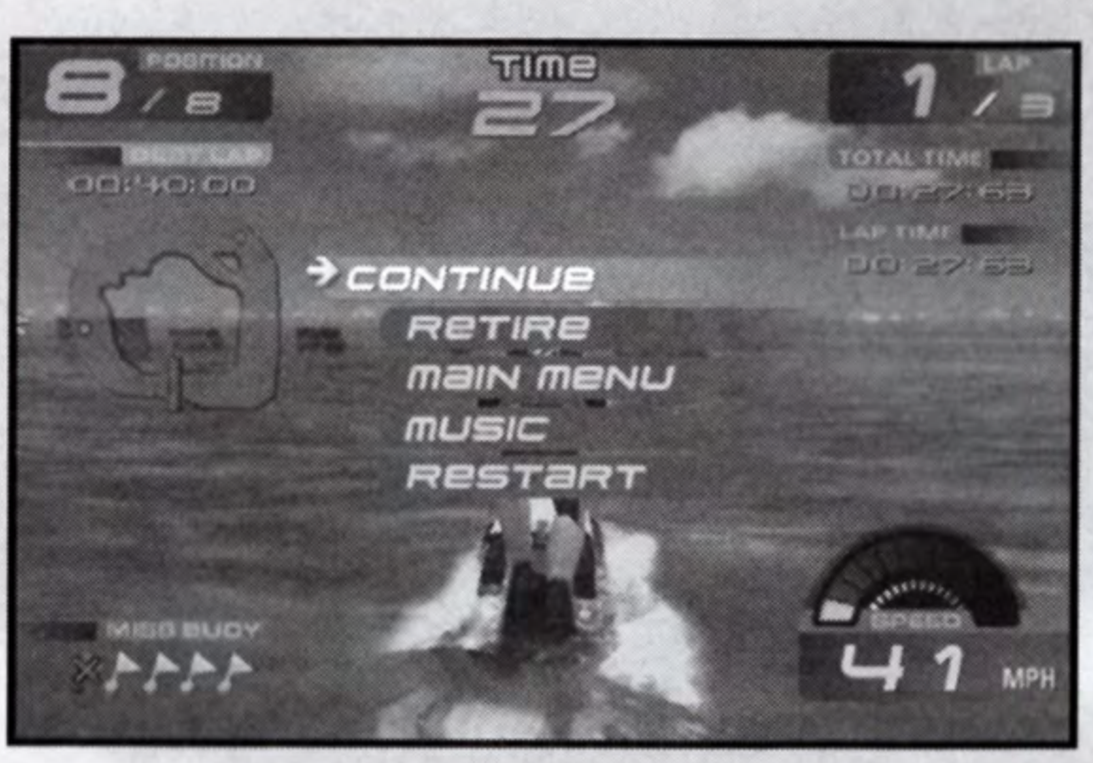
~ **LAP** – Current lap number followed by the total number of laps in the race.

~ **TOTAL TIME** – Time elapsed in the race, shown in minutes, seconds, and hundredths of a second.

~ **LAP TIME** – Time elapsed since the start of the current lap.

~ **SPEED** – Your speed measured in miles per hour. The gauge above the speed is a rev counter: the longer the colored arc, the faster the engine.

PAUSE MENU



Press the START button to freeze the game and bring up the Pause menu. Use the left analog stick or directional buttons to highlight one of the following options, and then press the **X** button to confirm.

~ **CONTINUE** – Exit the Pause menu and resume the race.

~ **RETIRE** – Retire from the race and jump directly to the Results screen.

~ **MAIN MENU** – Return to the Main Menu.

~ **MUSIC** – Change the background music. Move the left analog stick or directional buttons ⬅/➡ to scroll through the available tracks, and then press the **X** button to confirm.

~ **RESTART** – Restarts the current game (Time Trial and Freestyle modes only).

BASIC RULES

BUOYS

As you race around the course you will see a number of red and yellow buoys floating in the water. You must pass to the left of the yellow buoys and to the right of red buoys. If you fail to pass a buoy on the correct side, you incur a time penalty and your watercraft loses power for three seconds. If you do this three times (five times if you're racing at Amateur level) you are disqualified from the race and forced to retire. Note that there are no buoys in Freestyle mode.

LEAVING THE COURSE

If you make a wrong turn and leave the course, the words COURSE OUT appear. You have ten seconds to get back on course before being disqualified.

WRONG WAY

If you travel in the wrong direction around the course, the words WRONG WAY are displayed.

COLLISIONS

If you fall off the watercraft, either during a collision or as a result of failing to land following a jump, you are placed back on and returned to the middle of the course after a short time penalty.

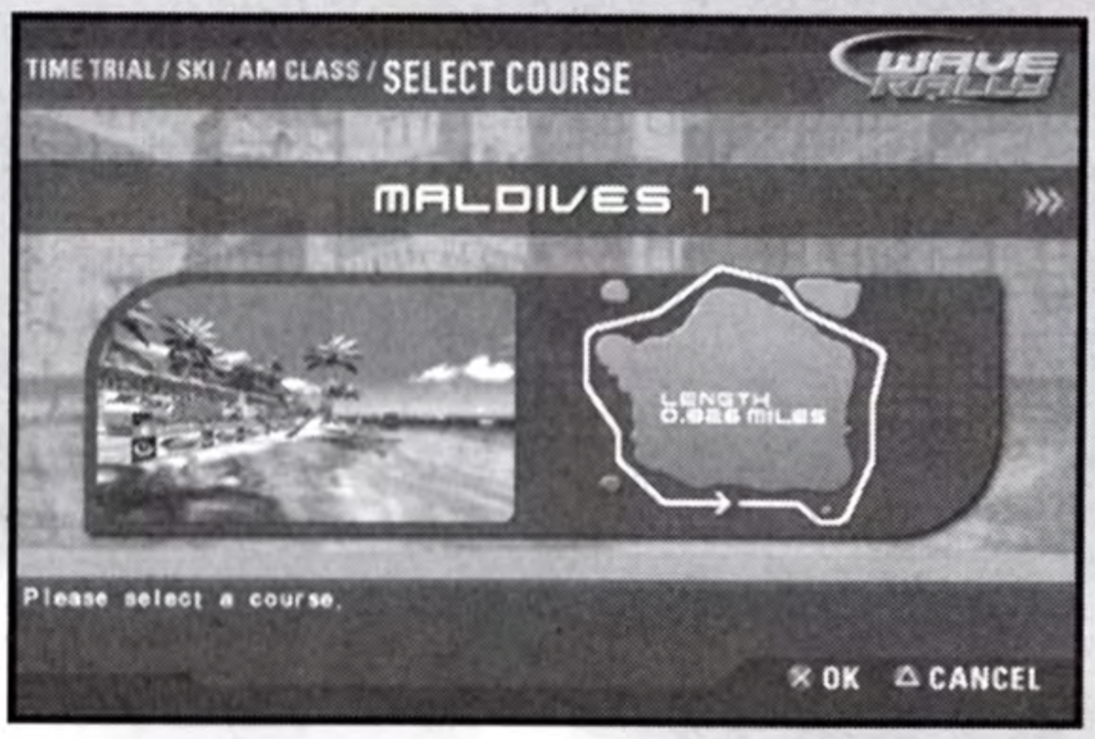
RUNNING AGROUND

If you run aground, you become unable to steer and will quickly slow down. The rate at which you slow down depends on the surface you come aground on (you stop faster on the deck of a boat than on sand, while you hardly lose any speed sliding over ice).

TIME TRIAL

This is a one-player race mode against the clock. After choosing the type of watercraft, class and rider (in the same way as in Arcade and Championship modes, see page 8), you go to the Select Course screen.

SELECT COURSE



Move the left analog stick or directional buttons ⬅/➡ to choose the course you want to race, then press the **X** button to confirm. A picture and map of the course layout are displayed, along with the distance the course covers. The only courses available are those you have completed in Arcade or Championship mode, so that initially you have a choice of only one course. (The same course restriction applies for 2 Player Vs. mode; additionally, in 2 Player Vs. mode, the Florida Beach and New Zealand White Water courses are not available.)

Once you select a course, the Customize screen appears. Here you have the opportunity to customize the race in the same way as in Arcade and Championship modes. Select OK and then START GAME to begin the Time Trial. (Note that you are not allowed to miss any buoys in Time Trial mode.)

Once the Time Trial is complete, you can watch a full replay of the action (press the **X** button to continue). The Results screen appears next, showing your best lap time against the three best previous times.

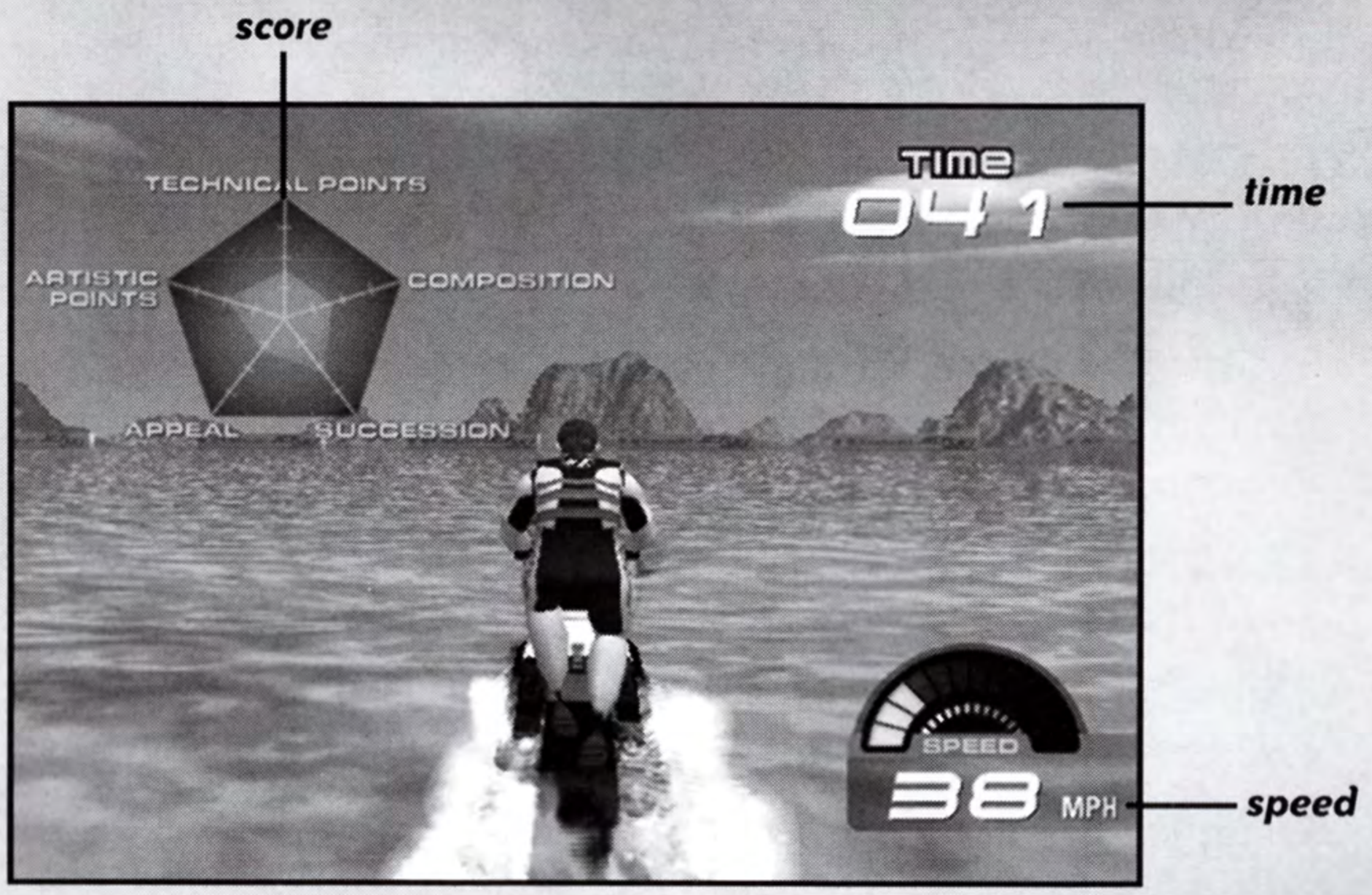
Select either REPLAY to watch the race again, MENU to return to either the Main Menu or Select Course screen, or RESTART to try again.

FREESTYLE

In Freestyle mode you must perform as many tricks and acrobatic stunts as possible in a two minute round. After you select a rider, the Customize screen is displayed. This screen allows you to customize your settings just as in Arcade and Championship modes (see page 10).

Once you select OK on the Customize screen, you proceed to the Freestyle arena. There is no course as such here, just a marked-off bay containing a number of ramps. The seaward half of the bay has an area where waves roll in. This provides you with further opportunities to go airborne or submarine.

FREESTYLE IN-GAME DISPLAY



~ **SCORE** – Shows your rating for five categories.

~ **TIME** – Number of seconds remaining on the clock.
It starts at 120 seconds and counts down.

~ **SPEED** – Combined speedometer and rev counter,
identical to the one in Arcade and Championship modes.

FREESTYLE SCORING SYSTEM

During a round, your current overall score is comprised of scores in five different criteria: TECHNICAL POINTS, ARTISTIC POINTS, COMPOSITION, SUCCESSION and APPEAL. As the round progresses you are awarded more points in each criteria as follows:

- ~ **TECHNICAL POINTS** – Points are awarded for every trick you successfully perform. The number of points depends on the trick.
- ~ **ARTISTIC POINTS** – Points are awarded for artistic merit. The height and angle of a jump affect the points received, along with the difficulty of the trick and the cleanness of the landing.
- ~ **COMPOSITION** – Points are awarded for combining different tricks. If you perform the same trick twice in succession, the points received are halved. Perform the trick three or more times in a row and you get no points.
- ~ **SUCCESSION** – Points are awarded for continuing to perform tricks throughout the Freestyle attempt. Each attempt is divided into 15 second time segments.
- ~ **APPEAL** – Points are awarded for variety. For instance, you can earn points by mixing tricks such as performing a Hands Off during a Barrel Roll, Mega Back Flip or Back Flip.

COMBO

When you pull two different tricks in a row very quickly, 20 extra points are added to each of the five criteria above. When you pull three different tricks in a row very quickly, 30 extra points are added to all five criteria.

PENALTY POINTS AND DISQUALIFICATION

Conditions for deducting points:

~ When you pull the same trick twice in a row, the second trick's points are halved. The third (or more) same trick is not awarded any points.

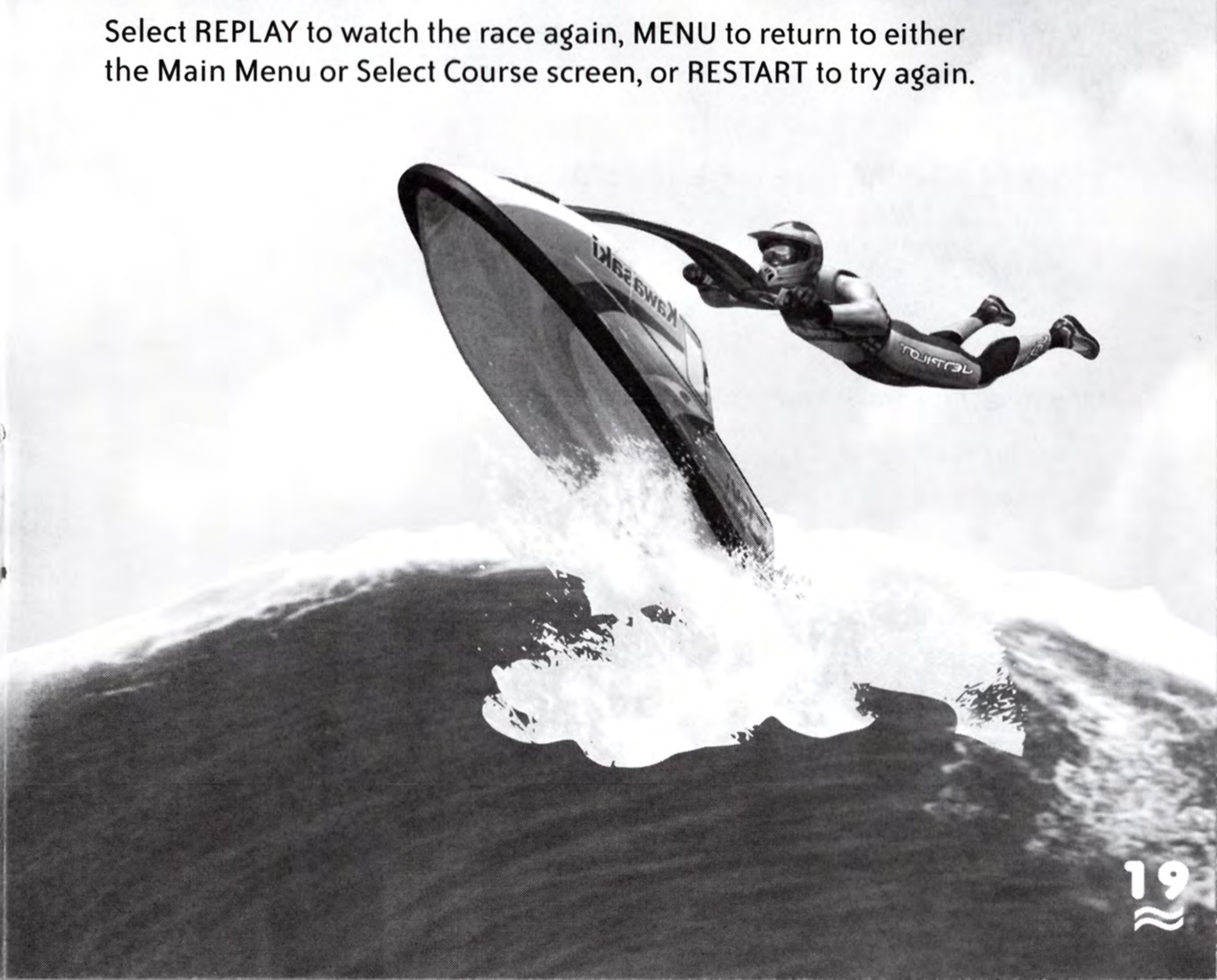
~ When you fail a trick and fall off into the water, no points are awarded.

~ If you go out of bounds, you are disqualified and forced to retire.

FINISHING A ROUND

The round ends after two minutes. The scores in each criteria are tallied and an average taken to calculate the total score. The maximum points possible is 4,000 points.

At the end of the round a replay begins. Press the **X** button to skip the replay. Next, a table displays the points you gained for each category, plus your TOTAL POINTS and the BEST SCORE. Select REPLAY to watch the race again, MENU to return to either the Main Menu or Select Course screen, or RESTART to try again.



2 PLAYER VS.

With a second controller plugged in, you can race head-to-head against a friend by selecting 2 PLAYER VS.

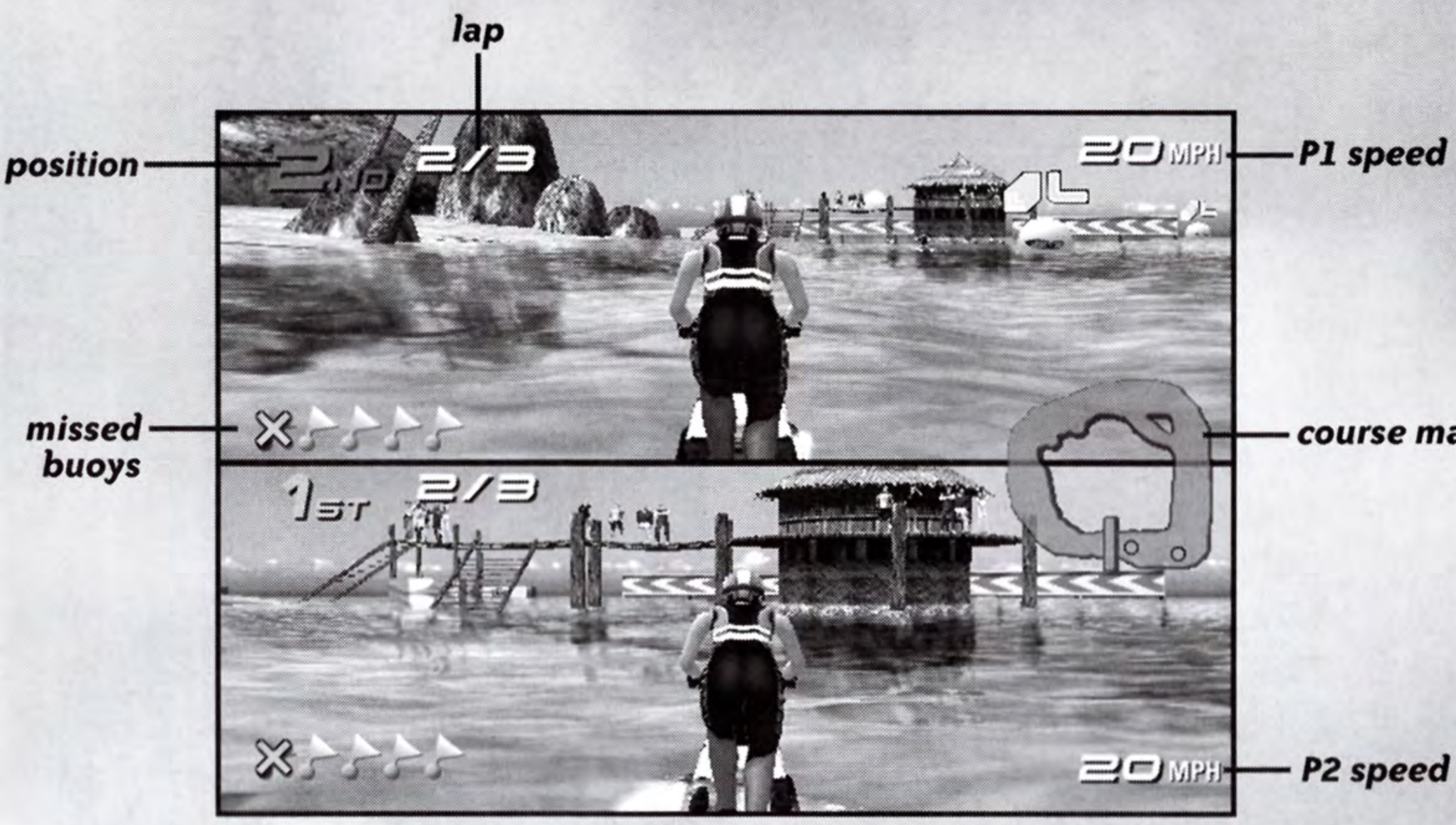
After choosing the type of watercraft and class, both players proceed in turn to the Select Rider screen and then have the opportunity to customize their settings. Next, the Select Course screen is displayed. Move the left analog stick or directional buttons ⬅/➡ to choose the course you want to race on (see "Select Course" on page 15 for details). A third Customize screen provides you with the following choices:

- ~ **LAPS** – Set the number of laps in the race, from 2 to 15.
- ~ **WAVE** – Set the wave height to DEFAULT, RANDOM, HIGH or LOW.
- ~ **HANDICAP** – When this option is set to ON, the game automatically handicaps the leading player. Otherwise, no handicaps are set.

Finally, select OK and then START GAME to begin the race.

The winner is the first to cross the finish line, or the remaining rider in the event of a retirement or disqualification.

2 PLAYER VS. MODE IN-GAME DISPLAY



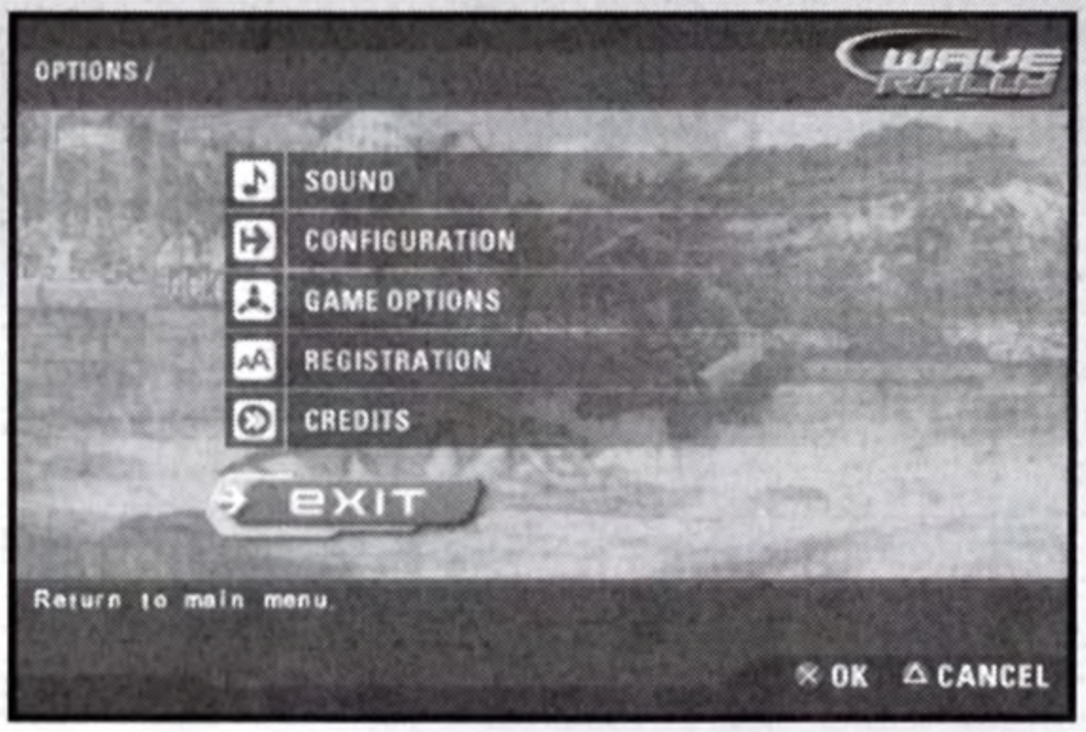
In 2 Player Vs. mode the screen is split in two: Player 1 uses the top half and Player 2 uses the bottom half. For each player the onscreen display includes these indicators:

- **POSITION** – Either 1st if you're leading or 2nd if you're not.
- **LAPS** – The current lap number followed by the total number of laps in the race.
- **MISSED BUOYS** – Every time you pass the wrong side of a buoy one of these buoy icons is crossed out. If only one icon remains, it begins to flash as a warning: if you miss one more buoy you are disqualified. Note: If you double back and pass a buoy you previously missed on the correct side before passing the next buoy, one cross is erased from the counter.
- **COURSE MAP** - Shows a schematic of the current course and player locations. Player 1 is indicated by a blue dot; Player 2 is marked by a pink dot. The start/finish line appears as a small bar laying across the course.
- **SPEED** – Your speed measured in miles per hour.

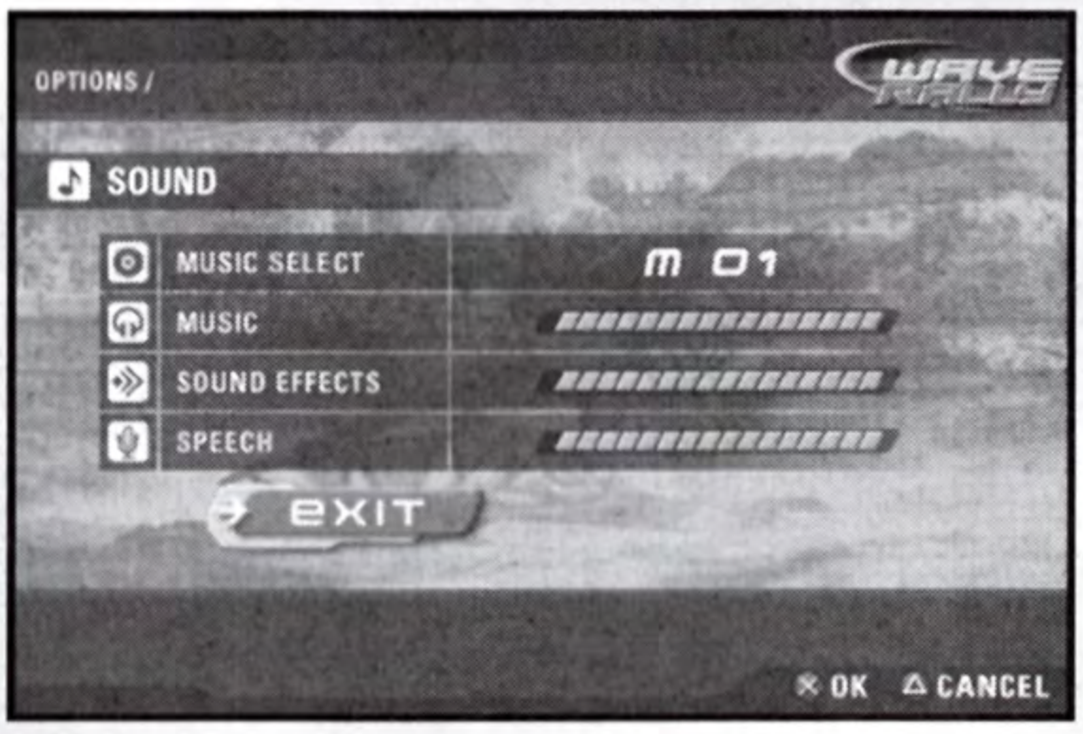
Note: The Florida Beach and New Zealand White Water courses are not available in 2 Player Vs. mode.

OPTIONS

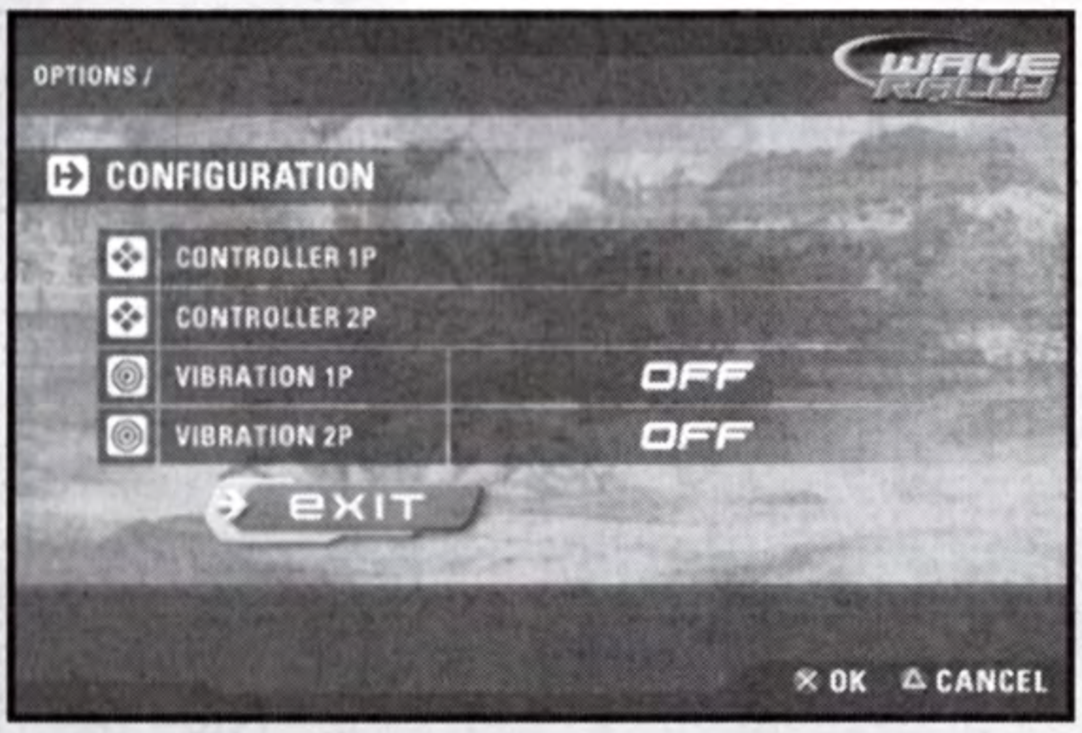
Here you can customize the game setup. Move the left analog stick or directional buttons ⬆/⬇ to highlight one of the following options and press the ✕ button to confirm:



~ **SOUND** – Move the left analog stick or directional buttons ⬆/⬇ to highlight MUSIC SELECT, MUSIC, SOUND EFFECTS or SPEECH. MUSIC SELECT lets you select music to listen to; the other options are volume controls. Press the ✕ button and then move the left analog stick or directional buttons ⬅/➡ to alter the setting. Press the ✕ button a second time to confirm. When you're finished, select EXIT to return to the Options menu.

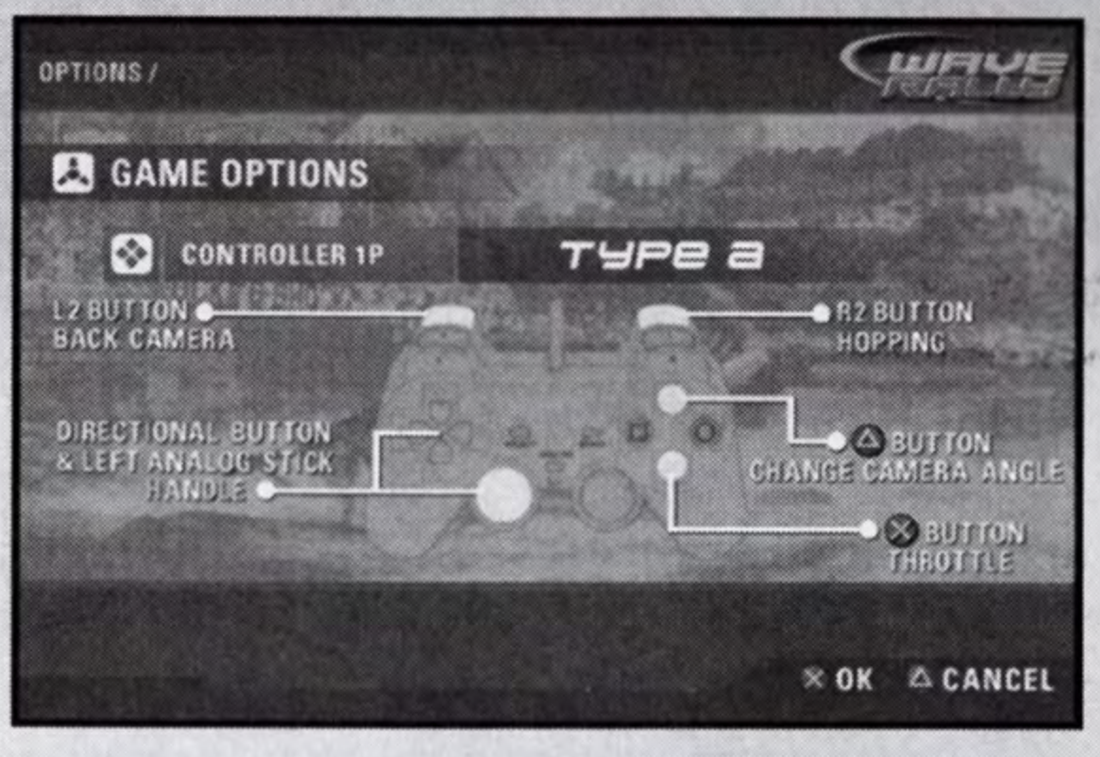


~ **CONFIGURATION** – Move the left analog stick or directional buttons ⬆/⬇ to select from the following:

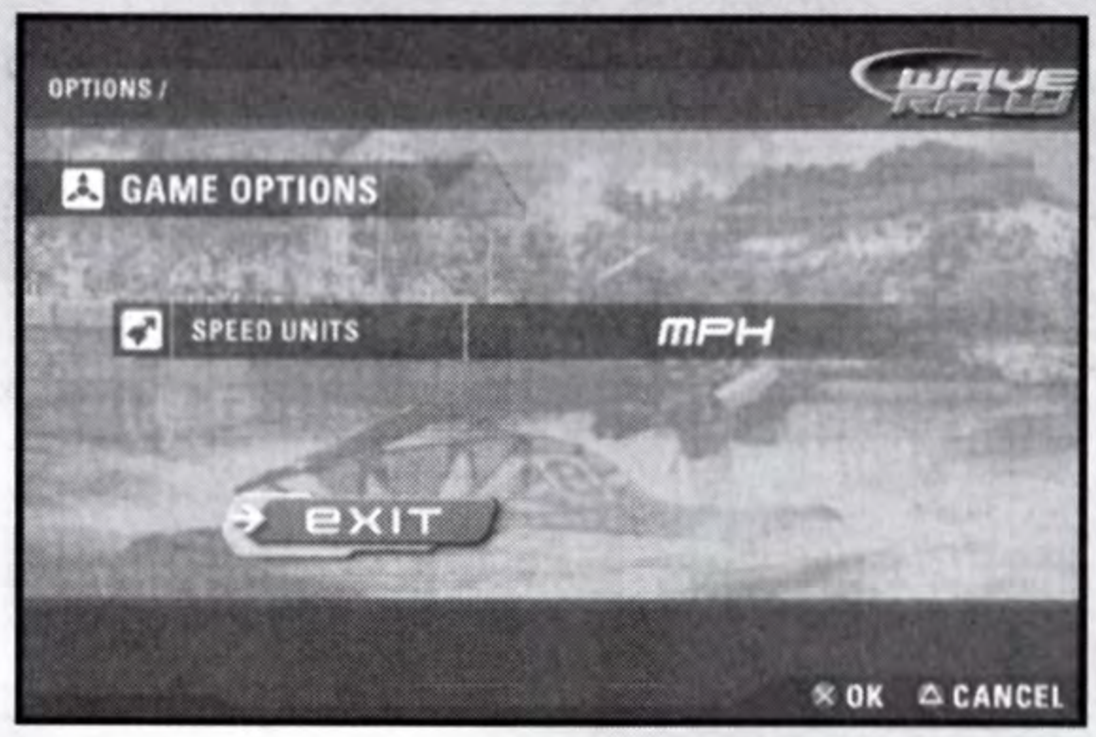


- **CONTROLLER 1P** – Press the ✕ button to enter the Control Configuration screen for the controller in controller port 1. Move the left analog stick or directional buttons ⬅/➡ to choose the configuration that suits you best. Press the ✕ button when you're finished.

- **CONTROLLER 2P** – Press the **X** button to enter the Control Configuration screen for the controller in controller port 2.
- **VIBRATION 1P** – Press the **X** button to toggle vibration ON/OFF for the controller in controller port 1.
- **VIBRATION 2P** – Press the **X** button to toggle vibration ON/OFF for the controller in controller port 2.



~ **GAME OPTIONS** – Select your SPEED UNITS. Press the **X** button to toggle between MPH (miles per hour, the default) or KMH (kilometers per hour).



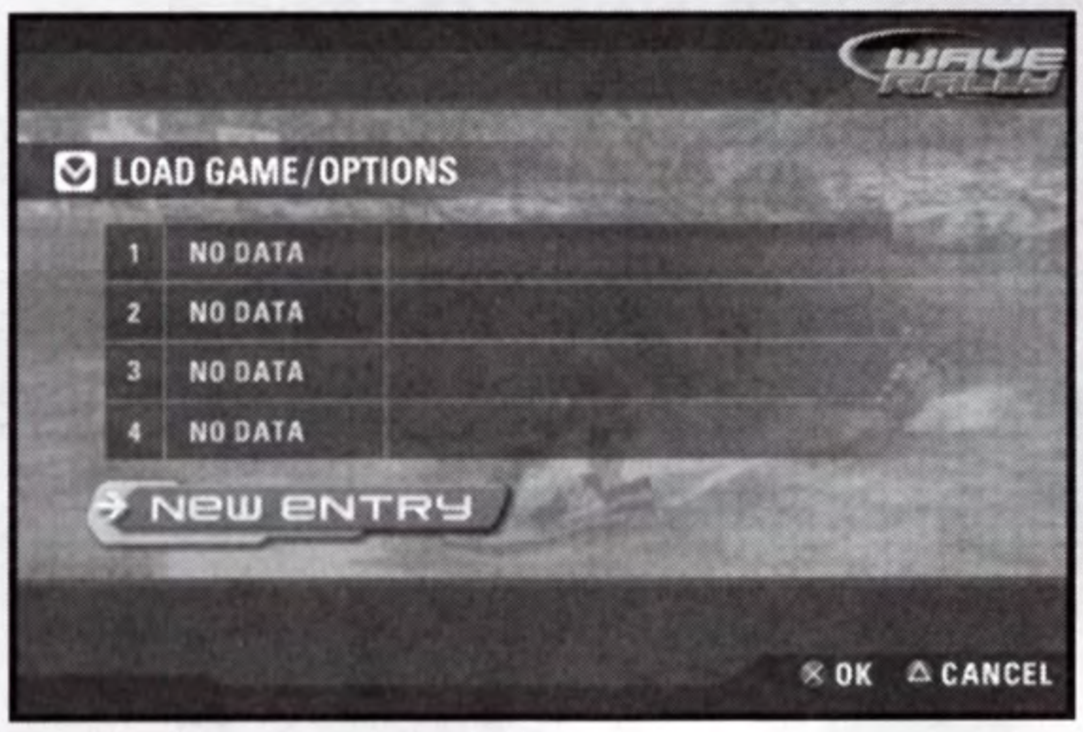
~ **REGISTRATION** – Proceed to the Registration screen where you can enter your name. (See "Getting Started" on page 6.)

~ **CREDITS** – View a list of people involved with making the game.

~ **EXIT** – Return to the Main Menu.

SAVE/LOAD

If you are using a memory card, select SAVE/LOAD in the Main Menu to save and load game data including status, records and options settings. You can also view records set in previous games.



~ **SAVE GAME/OPTIONS** – Save the current game to the memory card. Choose which of the four data slots you want to overwrite, then choose YES to confirm. Data slots are labeled with the date saved and the player name; empty slots are labeled NO DATA. To register under a new player name choose NEW ENTRY.

~ **LOAD GAME/OPTIONS** – Load a game from the memory card. Choose which of the four data slots you want to load from then choose YES to confirm.

~ **RECORDS** – View the previous best records for times achieved and points scored. Choose BEST LAP TIME, ARCADE POINTS, CHAMPIONSHIP POINTS or FREESTYLE POINTS.

The top three riders are shown for each class and type of watercraft. Move the left analog stick or directional buttons ⬅/➡ to scroll between these categories. When viewing the best lap times you can also select a course by selecting the course name and using ⬅/➡ to scroll between the courses.

RIDERS

KARINE

Nationality: France ***Ht: 5 ft 8 in*** ***Wt: 125 lbs***

Cool, calm and collected. She's popular because whatever happens during a race, Karine always keeps her cool and gives it her best shot. She shuns publicity and remains a mystery to many.

SHIMA

Nationality: Japan ***Ht: 5 ft 5 in*** ***Wt: 110 lbs***

Still works as a PWC instructor in a marine shop in Japan despite achieving a world ranking of 6th in her debut tournament. Her father is the godfather of PWC, "Tsunami" Shima.

KENNY

Nationality: USA ***Ht: 6 ft 2 in*** ***Wt: 204 lbs***

Always shows his face at the top contests. Despite his intimidating appearance, he's a popular figure on the PWC circuit. Off season, he's a rapper with a growing reputation in the West Coast rap scene.

RIO

Nationality: Brazil ***Ht: 5 ft 7 in*** ***Wt: 193 lbs***

Has a worldwide reputation for the flair and creativity he brings to Freestyle events. Whether performing tricks in the surf or dancing the Samba, he exhibits a boundless energy and effortless skill. This may be his last race before retiring from the professional circuit.

SCOTT

Nationality: UK ***Ht: 6 ft 0 in*** ***Wt: 175 lbs***

Three years ago at the peak of a successful acting career, he decided to quit and realize his dream of becoming a PWC rider. He's a genuine gentleman and his fans still flock to the events to see him ride.

JENNA

Nationality: USA ***Ht: 5 ft 7in*** ***Wt: 115 lbs***

Her interest in the world of marine sports stems from her days modeling at PWC events. She subsequently decided she could outride most of the pros and began competing herself. She is now the poster girl for the wave-riding community.

ROB

Nationality: Australia ***Ht: 6 ft 1 in*** ***Wt: 165 lbs***

Works as a lifeguard in Australia so the sea is his second home. He earned the nickname "Flash" for being one of the fastest riders on the circuit – though according to him it's a reflection on the speed with which he can chat up the ladies.

ELLENA

Nationality: Jamaica ***Ht: 5 ft 6 in*** ***Wt: 117 lbs***

Her family runs a hotel in Jamaica and she's been involved in personal watercraft since her childhood. She loves designer goods and is likely to blow all her competition winnings on accessories.

COURSES

Varieties of courses range from the golden waters of a resort island in the Indian Ocean to the mystic and dark tunnels in Japan. Each course has two versions, each offering different conditions including water level, wave height, visibility and weather, as well as an alternative buoy layout. Also, you might just find shortcuts in each course if you're alert.

~ **MALDIVES** – Life is a beach! This beautiful resort island in the Indian Ocean is just unbelievable with pure sandy beaches and clear blue water! During the sunset, the golden waters are mesmerizing. Just sit back and enjoy the cruise.

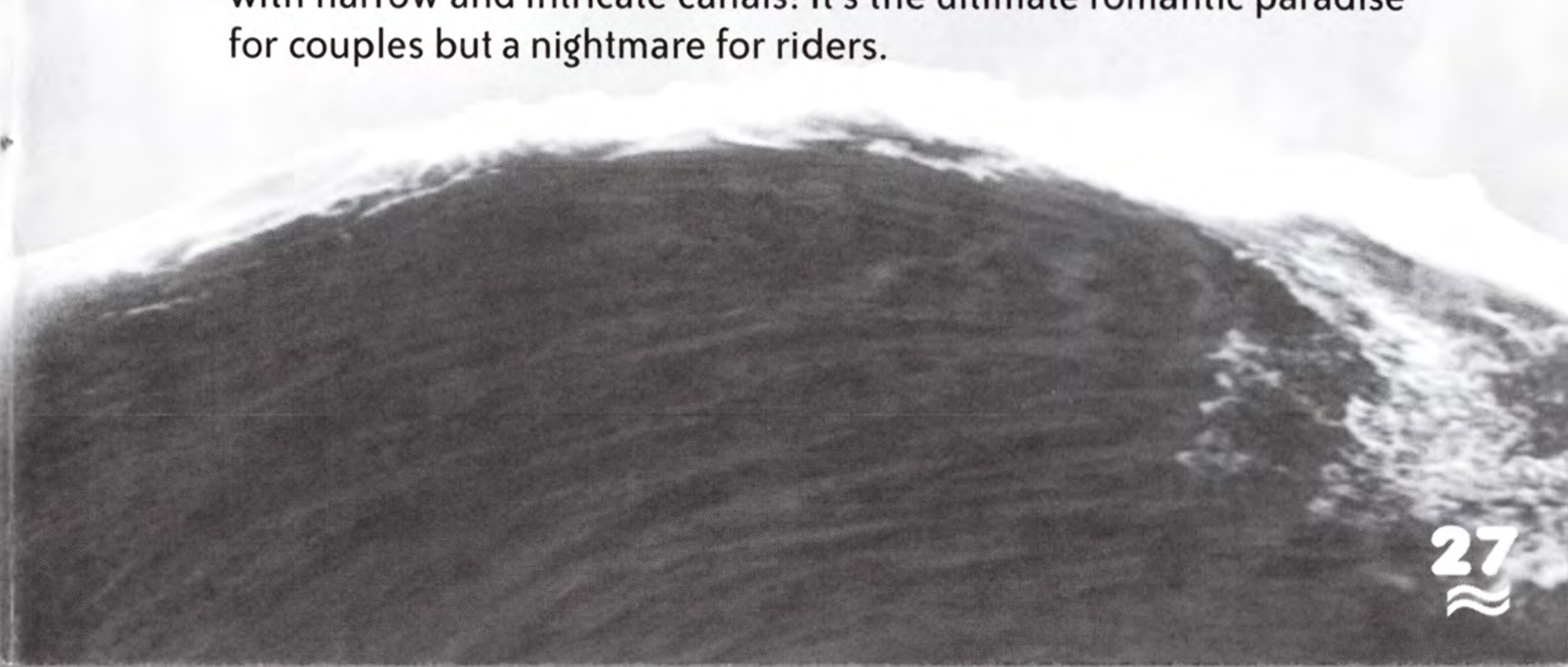
~ **FLORIDA BEACH** – Spring break all year long! The sandy beach, the marina, the hotel and PARTIES! Enjoy life while you can. Life is too short. Don't get too carried away though. It is not as easy as you think. The eye of the storm is watching you.

~ **THAI BEACH** – Natural beauty. Clear water, white sandy beaches, and exotic atmosphere. What more can you ask? It rains a lot here but that's part of the package.

~ **JAPANESE CAVE** – It is 100% the work of Mother Nature. The stalactites and stalagmites in this limestone cave are just amazing but a mistake can lead you to your doom.

~ **NEW ZEALAND WHITE WATER** – A return to nature. Shoot down the rapids and waterfalls, not to mention the big air on the dam! Watch out for the floating timber in summer and ice during winter. Do not underestimate the power of Nature.

~ **VENICE CANALS** – You'll need to be an expert on this course. It's a labyrinth on water – an amazing Italian city surrounded by water with narrow and intricate canals! It's the ultimate romantic paradise for couples but a nightmare for riders.



TRICKS

For all arrow controls, press the left analog stick or directional buttons in the indicated direction.

STAND UP (SKI) CONTROLS

MONKEY JUMP	**R1** then **L1** then ●
SUPER MONKEY	⬇ then ■ then ●
SUPERMAN	**L1** + **R1** (on jump ramp)
BARREL ROLL (left)	⬅ ➡ then ■
BARREL ROLL (right)	➡ ⬅ then ■
BACK FLIP	⬇ then ■ (on jump ramp)
MEGA BACK FLIP	⬇ then ■ (on big wave)
HANDS OFF	**L1** or **R1** or **L1** + **R1** (during Barrel Roll, Back Flip or Mega Back Flip)
SUBMARINE	⬆ (while in air after a jump)
STAND	● then ⬇ ⬆
HAND STAND	(Turn off throttle) ● then **L1** then **R1**
SOMERSAULT	● then ⬇ ⬅ ⬆
ON THE HOOD	**L1** then ⬆
BACKWARD	⬇ ⬅ ⬆ ➡ ⬇ or ⬇ ➡ ⬆ ⬅ ⬇ (during On the Hood)
BIRD	**L1** + **R1** (during On the Hood)

CATWALK (left)	**L1** + ■ (on jump ramp)
CATWALK (right)	**R1** + ■ (on jump ramp)
SPIN	⬅ then ➡ then ●
SPREAD	● then ● then ⬆
VICTORY POSE	**L1** then **L1** or **R1** then **R1**

SIT DOWN (RUNABOUT) CONTROLS

HAND STAND	● then **L1** then **R1**
EL CORDOBA	⬇ + ■ (on jump ramp)
HEART ATTACK	**L1** + **R1** (on jump ramp)
CATWALK (left)	**L1** (on jump ramp)
CATWALK (right)	**R1** (on jump ramp)
BAR HOP	● ■ (on jump ramp)
QUICK TURNS	⬉ or ⬈ then quickly release and push throttle (no points awarded)

WHEN YOU SUCCESSFULLY PERFORM A STUNT, ITS NAME FLASHES ON SCREEN (EXCEPT FOR SPIN, SPREAD, QUICK TURN AND VICTORY POSE).

WAVE BEAT

Artist: Universal
Track: 'Induce'
Written, Produced & Engineered by R. Solomon
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Artist: Dharma & Dice
Track: 'Soul Warrior'
Written, Produced & Engineered by J. Helminen
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Artist: Kudos
Track: 'In The Dark'
Written, Produced & Engineered by A. Riches & J. Williams
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Artist: Aquasky
Track: 'Bodyshock' (Aquasky remix)
Written, Produced & Engineered by B. Newitt, K. James & D. Wallace
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Artist: Tekniq
Track: 'Shark Food'
Written, Produced & Engineered by J. Williams
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Artist: 60 Minute Man
Track: 'Brand Nu Day'
Written, Produced & Engineered by D. Littlewood
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Artist: Omni Trio
Track: 'Breakbeat Etiquette' (London Steppers remix)
Written, Produced & Engineered by R. Haigh @ Mainline Studios, Suffolk, UK
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Artist: Omni Trio
Track: 'Diffusion Loops'
Written, Produced & Engineered by R. Haigh @ Mainline Studios, Suffolk, UK
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Artist: Technical Itch
Track: 'Portscan'
Written, Produced & Engineered by M. Caro
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Artist: Dom & Roland
Track: 'Can't Punish Me'
Written, Produced & Engineered by D. Angas
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Artist: E-Z Rollers
Track: 'RS2000'
Written, Produced & Engineered by A. Banks & J. Hurren
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Artist: E-Z Rollers
Track: 'Cop Theme'
Written, Produced & Engineered by A. Banks & J. Hurren
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Artist: Perfect Combination
Track: 'Bring Back The Bongos'
Written, Produced & Engineered by J. Alsop
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Artist: Omni Trio
Track: 'The Angels & Shadows Project' (01.2 mix)
Written, Produced & Engineered by R. Haigh @ Mainline Studios, Suffolk, UK
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Published by Moving Shadow Music Ltd

Artist: 2 Bad Mice
Track: 'Bombscare' (Hybrid remix)
Written by R. Playford, S.O'keeffe & S.Colebrooke
Produced & Engineered by R. Playford
Additional samples taken from E-Z Rollers 'Tough At The Top' (Rennie Pilgrem remix) courtesy of Moving Shadow Ltd
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Published by Moving Shadow Music Ltd

Artist: Omni Trio
Track: 'Artificial Life (Harp Tune)'
Written, Produced & Engineered by R. Haigh @ Mainline Studios, Suffolk, UK
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WAVE RIDERS

OPUS CORP.

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Programmers	Fumihiro Kanaya Makoto Watanabe Mitsuhiro Kaneda
Assistant Programmer	Wataru Oshima
Lead Designers	Yoshiaki Toratani Tadamichi Wada
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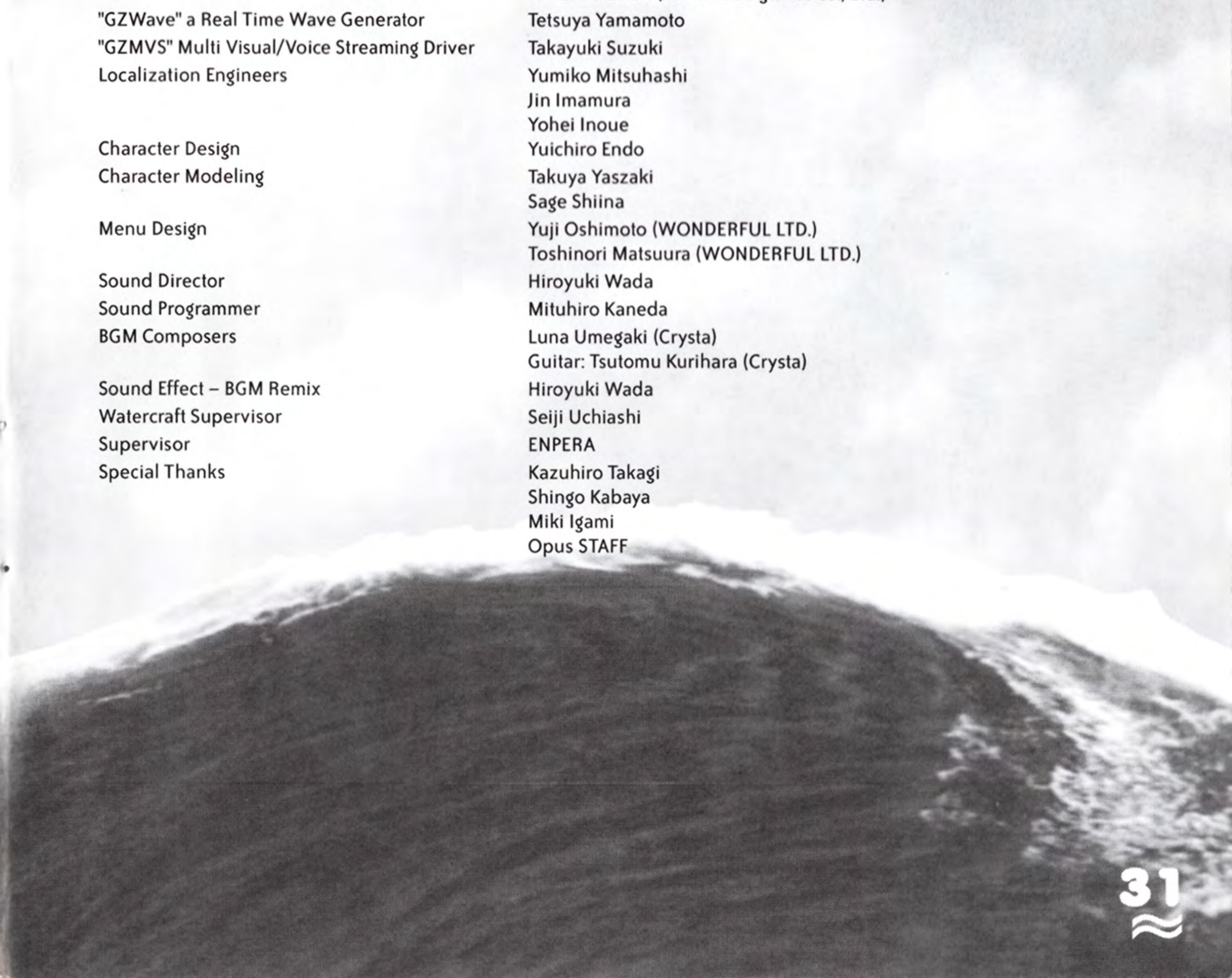
Motion Designer	Sachio Nakada
Development Tool Engineering	Hideki Suzuki (Quat Technology, Inc.)
"GZR" Game Z Rendering Engine	Gaku Tanimoto Gen Kudo Kai Nishide Shinji Sawada Syoichi Iwasaki Seiji Ishizuka (handmade games co., Ltd.) Nobuo Fukui (handmade games co., Ltd.) Minoru Hattori (handmade games co., Ltd.)
"GZWave" a Real Time Wave Generator	Tetsuya Yamamoto
"GZMVS" Multi Visual/Voice Streaming Driver	Takayuki Suzuki
Localization Engineers	Yumiko Mitsuhashi Jin Imamura Yohei Inoue
Character Design	Yuichiro Endo
Character Modeling	Takuya Yaszaki Sage Shiina
Menu Design	Yuji Oshimoto (WONDERFUL LTD.) Toshinori Matsuura (WONDERFUL LTD.)
Sound Director	Hiroyuki Wada
Sound Programmer	Mituhiro Kaneda
BGM Composers	Luna Umegaki (Crysta) Guitar: Tsutomu Kurihara (Crysta)
Sound Effect – BGM Remix	Hiroyuki Wada
Watercraft Supervisor	Seiji Uchiashi
Supervisor	ENPERA
Special Thanks	Kazuhiro Takagi Shingo Kabaya Miki Igami Opus STAFF



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Producer	Clayton Palma
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Lead QA Technician	Nicholas Wilson
QA Technicians	Carlo Delallana Fernando Robles Jesse Andrews Nevin Chou Stephen Cavoretto Andrew Tulley Brian Falls
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Marketing Director	Chip Blundell
Product Manager	Matt Knoles
Marketing & Media Coordinator	Randy Stukes
PR Manager	Michelle Seebach
PR Specialist	Kjell Vistad
Manual Design	Hanshaw Ink & Image
Package Design	Moore Design Group
Production Manager	Greg Wu
Special Thanks	Rob Dyer, Dave Cox, Michael Minson, Matt Gorman, Sean Amann, Kevin Gill, Renee Pletka, Li Shen
Extra Special Thanks	Simon Belton, Kawasaki Motors (U.K.) Ltd. Penny Hill, Kawasaki Motors (U.K.) Ltd. Kristy Kelly, Jet Pilot Keith Rimmer, British Freestyle Champion Dave Rose, Satoshi Honda, Diane Lomas, Nick Segger, Andy Norman, Dan Mayers, Paul Motion, Inner Waves, Paris
Special Contributors:	Kawasaki Motors (U.K.) Ltd. Jet Pilot ARAI HELMET LTD. CASIO COMPUTER CO., LTD.
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Manual Copywriter	Martin Pond
Video Sequence Design / Production	422 Ltd.
Soundtrack	Moving Shadow Ltd. (www.movingshadow.com)
Business Project Manager	Scott Garrod
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gzr
Game Z Rendering Engine

GZ WAVE
a Real Time Wave Generator

GZMVS
Multi Visual/Voice Streaming Driver

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